[0046] **FIG. 24** is a flowchart to show processing of the main control circuit;

[0047] **FIG. 25** is a flowchart to show stop control table selection processing;

[0048] **FIG. 26** is a flowchart to show processing of the sub-control circuit;

[0049] **FIG. 27** is a flowchart to show processing of the sub-control circuit;

[0050] **FIGS. 28A through 28D** are flowcharts to show number-of-inserted-medals update processing, number-of-bet-medals update processing, total-number-of-bet-medals update processing, and the total-number-of-payout-medals update processing;

[0051] **FIG. 29** is a flowchart to show ceiling meter indication processing;

[0052] **FIG. 30** is a flowchart to show ceiling AT activation check processing;

[0053] **FIG. 31** is a flowchart to show ceiling activation value selection processing;

[0054] **FIG. 32** is a flowchart to show AT execution processing;

[0055] **FIG. 33** is a flowchart to show push order notification processing;

[0056] **FIG. 34** is a flowchart to show AT activation lottery processing;

[0057] **FIG. 35** is a schematic representation of a panel display unit;

[0058] **FIG. 36** is an exploded perspective view of the panel display unit;

[0059] **FIG. 37** is a rear view of the panel display unit;

[0060] **FIG. 38** is a side view of the panel display unit;

[0061] **FIG. 39** is a sectional view taken on line I-I in **FIG. 37**;

[0062] **FIG. 40** is a schematic representation to show normal display state and scaled-up display state;

[0063] **FIG. 41** is a schematic representation of display scaling means according to another embodiment of the invention;

[0064] **FIG. 42** is a schematic representation of display scaling means according to another embodiment of the invention;

[0065] **FIG. 43** is a schematic representation of display scaling means according to another embodiment of the invention; and

[0066] **FIG. 44** is a schematic representation to show an example of a gaming machine in a related art.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0067] A gaming machine of the invention includes: a variable display means configured to produce variable display of a plurality of symbols; a front display means provided in front of the variable display means and configured to enable a player to see symbols on the variable display means therethrough, and to display various images; an internal winning combination determination means configured to determine an internal winning combination; a plurality of operation means with which the player inserts a stop operation of the variable display; a stop control means configured to perform a stop control of the variable display of the variable display means based on the determination result of the internal winning combination determination means and the stop operation inserted to the operation means; a game medium payout means configured to pay out game medium to the player in a case where a stop state of the variable display means stopped by the stop control means corresponds to a predetermined stop state; and a display scaling means configured to scale up or down the display displayed on the front display means and/or the variable display means.

[0068] That is, the gaming machine includes the variable display means having a plurality of rotation reels with symbols drawn thereon and the front display means made up of a panel display, being provided in front of the variable display means for enabling the player to see the symbols through the front display means and making it possible to produce some information display containing images and alternative lamps in various images and moreover includes the display scaling means for making it possible to scale up or down display on the front display means and the symbols on the rotation reels seen through the front display means.

[0069] As display of the necessary image is thus scaled up or down, a stronger impact is given to the player; and as an effect image is scaled up, sharper display is produced, so that amusement of the gaming machine for the player to enjoy the effect image is still more enhanced and it is made possible for the player to be satisfied with playing a game without getting tired of the game.

[0070] As the display scaling means, a convex lens or a Fresnel lens can be provided and it is made possible to scale up or down display according to a simple configuration.

[0071] In the above configuration, the distance between the display scaling means and the front display means is made preferably to be variable, and an appropriate move mechanism for this purpose is provided. For example, to move the display scaling means, a motor and the like may be used as the drive source for moving the display scaling means and the display scaling means may be moved in the back and forth direction through an actuator drivingly associated with the motor.

[0072] Alternatively, it is also possible to configure the display scaling means so as to form in a proper size to be usually stored in a hidden position and to be moved in parallel with a panel of display means as required for scaling up or down any desired part in a spot-like manner.

[0073] A liquid crystal panel or an EL (electro-luminescence) panel can be preferably used as the panel display of the display means and the following structure can be adopted.

[0074] For example, assuming that the liquid crystal panels are used as the panel display, the liquid crystal panels are disposed as two layers and the liquid crystal panel placed on the rotation reel side is formed with a cut-off portion through which the symbols on the rotation reels can be exposed.